RPGRTL

FILEID**RPGVECTOR

```
RRRRRRRR   PPPPPPPP   GGGGGGGG  VV      VV  EEEEEEEEEE  CCCCCCCC  TTTTTTTTTT   000000   RRRRRRRR
RRRRRRRR   PPPPPPPP   GGGGGGGG  VV      VV  EEEEEEEEEE  CCCCCCCC  TTTTTTTTTT   000000   RRRRRRRR
RR    RR   PP    PP   GG        VV      VV  EE          CC            TT      00    00  RR    RR
RR    RR   PP    PP   GG        VV      VV  EE          CC            TT      00    00  RR    RR
RR    RR   PP    PP   GG        VV      VV  EE          CC            TT      00    00  RR    RR
RRRRRRRR   PPPPPPPP   GG        VV      VV  EEEEEEE     CC            TT      00    00  RRRRRRRR
RRRRRRRR   PPPPPPPP   GG        VV      VV  EEEEEEE     CC            TT      00    00  RRRRRRRR
RR  RR     PP         GG  GGGGG VV      VV  EE          CC            TT      00    00  RR  RR
RR  RR     PP         GG GGGGGG VV      VV  EE          CC            TT      00    00  RR  RR
RR    RR   PP         GG    GG   VV   VV    EE          CC            TT      00    00  RR    RR
RR    RR   PP         GG    GG   VV   VV    EE          CC            TT      00    00  RR    RR
RR    RR   PP          GGGGGG     VV        EEEEEEEEEE  CCCCCCCC      TT       000000   RR    RR  ....
RR    RR   PP          GGGGGG     VV        EEEEEEEEEE  CCCCCCCC      TT       000000   RR    RR  ....
```

```
LL          IIIIII    SSSSSSSS
LL          IIIIII    SSSSSSSS
LL            II    SS
LL            II    SS
LL            II    SS
LL            II      SSSSSS
LL            II      SSSSSS
LL            II            SS
LL            II            SS
LL            II            SS
LL            II            SS
LLLLLLLLLL  IIIIII    SSSSSSSS
LLLLLLLLLL  IIIIII    SSSSSSSS
```

Va

800
800
800

```
0000    1              .TITLE  RPG$VECTOR - Entry vectors for RPGRTL.EXE
0000    2              .IDENT  /1-004/                 ; File: RPGVECTOR.MAR Edit: DG1004
0000    3
0000    4
0000    5      ;*******************************************************************************
0000    6      ;*                                                                             *
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0000   24      ;*                                                                             *
0000   25      ;*                                                                             *
0000   26      ;*******************************************************************************
0000   27      ;
0000   28
0000   29      ;++
0000   30      ; FACILITY: Run-Time Library - RPGII Language Support
0000   31      ;
0000   32      ; ABSTRACT:
0000   33      ;
0000   34      ;       This module contains the entry vector definitions for the
0000   35      ;       VAX-11 Run-Time Library shareable image RPGRTL.EXE
0000   36      ;
0000   37      ; ENVIRONMENT: User mode, AST Reentrant
0000   38      ;
0000   39      ; AUTHOR: Debess Grabazs, CREATION DATE: 18-April-1983
0000   40      ;
0000   41      ; MODIFIED BY:
0000   42      ;
0000   43      ; 1-001 - Original. DG 18-April-1983
0000   44      ; 1-002 - Add in RPG$DSPLY.  22-Aug-1983
0000   45      ; 1-003 - Add in RPG$DIVIDE. 5-Mar-1984
0000   46      ; 1-004 - The routine name in module RPG$DIVIDE is RPG$DIV_LONG, not
0000   47      ;             RPG$DIVIDE. 6-Mar-1984
0000   48      ;--
```

```
            0000    50                  .SBTTL   DECLARATIONS
            0000    51 ;
            0000    52 ; LIBRARY MACRO CALLS:
            0000    53 ;
            0000    54 ;       NONE
            0000    55
            0000    56 ; EXTERNAL DECLARATIONS:
            0000    57 ;
            0000    58        .DSABL  GBL                 ; Force all external symbols to be declared
            0000    59 ;
            0000    60 ; MACROS:
            0000    61 ;
            0000    62
            0000    63 ;+
            0000    64 ; Macro to define an entry vector for a CALL entry point
            0000    65 ;-
            0000    66
            0000    67        .MACRO  VCALL    NAME, ALTMSK
            0000    68        .EXTRN           NAME
            0000    69        .TRANSFER        NAME
            0000    70        .IF B ALTMSK
            0000    71        .MASK            NAME
            0000    72        .IFF
            0000    73        .MASK            ALTMSK
            0000    74        .ENDC
            0000    75        JMP              NAME+2
            0000    76        .ENDM
            0000    77
            0000    78 ;
            0000    79 ; EQUATED SYMBOLS:
            0000    80 ;
            0000    81 ;       NONE
            0000    82 ;
            0000    83 ; OWN STORAGE:
            0000    84 ;
            0000    85 ;       NONE
            0000    86 ;
            0000    87 ; PSECT DECLARATIONS:
            0000    88 ;
        00000000    89        .PSECT $RPG$VECTOR PIC, USR, CON, REL, LCL, SHR, -
            0000    90                           EXE, RD, NOWRT, LONG
            0000    91
```

RPG$VECTOR
1-004

D 6

- Entry vectors for RPGRTL.EXE   16-SEP-1984 02:10:14   VAX/VMS Macro V04-00   Page   3
RPGRTL Vector   6-SEP-1984 11:41:41   [RPGRTL.SRC]RPGVECTOR.MAR;1   (3)

```
0000    93              .SBTTL  RPGRTL Vector
0000    94
0000    95      ;+
0000    96      ; Define vectored entry points for the RPGII Language Support procedures
0000    97      ; by module in alphabetical order.
0000    98      ;
0000    99      ; Any additions to this file should be reflected in
0000   100      ; COM$:RPGRTLVEC.DAT.  All new entry points must be appended to the end
0000   101      ; of the list.  NEVER change existing entries unless you are sure that
0000   102      ; what you do won't break existing programs.
0000   103      ;-
0000   104
0000   105      ; Module RPG$ERROR
0000   106              VCALL   RPG$ERROR
0008   107
0008   108      ; Module RPG$EXT_INDS
0008   109              VCALL   RPG$EXT_INDS
0010   110
0010   111      ; Module RPG$HANDLER
0010   112              VCALL   RPG$HANDLER
0018   113
0018   114      ; Module RPG$IOEXCEPTION
0018   115              VCALL   RPG$IOEXCEPTION
0020   116
0020   117      ; Module RPG$OPEN
0020   118              VCALL   RPG$OPEN_INDEXED
0028   119
0028   120      ; Module RPG$PRINT
0028   121              VCALL   RPG$PRINT
0030   122              VCALL   RPG$TERM_PRINT
0038   123
0038   124      ; Module RPG$SQRT
0038   125              VCALL   RPG$SQRT
0040   126
0040   127      ; Module RPG$UDATE
0040   128              VCALL   RPG$UDATE
0048   129
0048   130      ; Module RPG$DSPLY
0048   131              VCALL   RPG$DSPLY
0050   132
0050   133      ; Module RPG$DIVIDE
0050   134              VCALL   RPG$DIV_LONG
0058   135
0058   136      ;+
0058   137      ; End of initial RPGRTL vector.  All subsequent additions must be made
0058   138      ; after this point.
0058   139      ;-
0058   140
0058   141              .END                                    ; End of module RPG$VECTOR
```

```
RPG$DIV_LONG                         ********  X   01
RPG$DSPLY                            ********  X   01
RPG$ERROR                            ********  X   01
RPG$EXT_INDS                         ********  X   01
RPG$HANDLER                          ********  X   01
RPG$IOEXCEPTION                      ********  X   01
RPG$OPEN_INDEXED                     ********  X   01
RPG$PRINT                            ********  X   01
RPG$SQRT                             ********  X   01
RPG$TERM_PRINT                       ********  X   01
RPG$UDATE                            ********  X   01
```

```
                              +-------------------+
                              ! Psect synopsis !
                              +-------------------+
```

PSECT name	Allocation		PSECT No.	Attributes									
. ABS .	00000000 (	0.)	00 (0.)	NOPIC	USR	CON	ABS	LCL	NOSHR	NOEXE	NORD	NOWRT	NOVEC	BYTE
RPGVECTOR	00000058 (	88.)	01 (1.)	PIC	USR	CON	REL	LCL	SHR	EXE	RD	NOWRT	NOVEC	LONG

```
                        +---------------------------+
                        ! Performance indicators !
                        +---------------------------+
```

Phase	Page faults	CPU Time	Elapsed Time
Initialization	10	00:00:00.11	00:00:00.79
Command processing	81	00:00:00.60	00:00:03.93
Pass 1	75	00:00:00.57	00:00:01.92
Symbol table sort	0	00:00:00.00	00:00:00.00
Pass 2	39	00:00:00.32	00:00:01.12
Symbol table output	3	00:00:00.03	00:00:00.14
Psect synopsis output	1	00:00:00.01	00:00:00.01
Cross-reference output	0	00:00:00.00	00:00:00.00
Assembler run totals	211	00:00:01.66	00:00:07.91

The working set limit was 900 pages.
2223 bytes (5 pages) of virtual memory were used to buffer the intermediate code.
There were 10 pages of symbol table space allocated to hold 11 non-local and 0 local symbols.
141 source lines were read in Pass 1, producing 12 object records in Pass 2.
1 page of virtual memory was used to define 1 macro.

```
                        +------------------------------+
                        ! Macro library statistics !
                        +------------------------------+
```

Macro library name	Macros defined
_255DUA28:[SYSLIB]STARLET.MLB;2	0
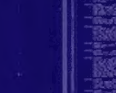
0 GETS were required to define 0 macros.

There were no errors, warnings or information messages.

MACRO/ENABLE=SUPPRESSION/LIS=LIS$:RPGVECTOR/OBJ=OBJ$:RPGVECTOR MSRC$:RPGVECTOR/UPDATE=(ENH$:RPGVECTOR)

RPGMSGTXT
LIS

RPGMOVE3
LIS

RPGSQRT
LIS

DTE DF03
MAP

RPGOPEN
LIS

RTPAD

CTDRIVER
MAP

RTPAD
MAP

RTPADMACS
MAR

RPGMSGPTR
LIS

RPGVECTOR
LIS

RPGPRINT
LIS

RPGUDATE
LIS

RTDEF
SDL

DTE DF03
MAR

CTDRIVER
LIS